Azumarill

80 HP

STAGE 1

Evolves from Marill

Illus. Sumiyoshi Kizuki

Poké-Power **Froth**

Once during your turn, when you play Azumarill from your hand to evolve 1 of your Active Pokémon, you may use this power. Each Defending Pokémon is now Paralyzed.

Water Punch 20+

Flip a coin for each Energy attached to Azumarill. This attack does 20 damage plus 20 more damage for each heads.

weakness | resistance | retreat cost

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Dark Ampharos 120 HP

STAGE 2

Evolves from Dark Flaaffy

Illus. Emi Miwa

This Pokémon is both ⚡ and ● type.

Poké-BODY Darkest Impulse

As long as Dark Ampharos is in play, whenever your opponent plays an Evolution card from his or her hand to evolve 1 of his or her Pokémon, put 2 damage counters on that Pokémon. You can't use more than 1 Darkest Impulse Poké-Body each turn.

★★ **Ram** 30

⚡★★ **Shock Bolt** 70

Discard all ⚡ Energy attached to Dark Ampharos.

weakness: ●

resistance:

retreat cost: ★★

BSA-D3N-DSR ©2004 Pokémon/Nintendo

Dark Crobat

90 HP

STAGE 2

Evolves from Dark Golbat

Illus. Kyoko Koizumi

This Pokémon is both [Grass] [Darkness] type.

Poké-POWER Black Beam

Once during your turn *(before your attack)*, if Dark Crobat is your Active Pokémon, you may choose 1 of the Defending Pokémon. That Pokémon is now Poisoned. This power can't be used if Dark Crobat is affected by a Special Condition.

Dark Drain

Does 10 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)* Remove from Dark Crobat a number of damage counters equal to the number of your opponent's Pokémon in play.

Skill Dive

Does 30 damage to 1 of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance -30

retreat cost

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Dark Electrode

70 HP

STAGE 1

Evolves from Voltorb

Illus. Kouki Saitou

This Pokémon is both ⚡ and ● type.

Poké-POWER Darkness Navigation

Once during your turn *(before your attack)*, if Dark Electrode has no Energy attached to it, you may search your deck for a ● or Dark Metal Energy and attach it to Dark Electrode. Shuffle your deck afterward. This power can't be used if Dark Electrode is affected by a Special Condition.

Energy Bomb 30

You may move all Energy cards attached to Dark Electrode to your Benched Pokémon in any way you like.

weakness

resistance

retreat cost

©2004 Pokémon/Nintendo

Dark Houndoom

70 HP

STAGE 1

Evolves from Houndour

Illus. Mitsuhiro Arita

This Pokémon is both Dark and Fire type.

Shakedown 20

Choose a card from your opponent's hand without looking and discard it.

Dark Fire 40+

You may discard a Fire Energy or Dark Energy attached to Dark Houndoom. If you do, this attack does 40 damage plus 20 more damage.

weakness | resistance -30 | retreat cost

NNH-JTN-HHC

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Dark Hypno

70 HP

STAGE 1

Evolves from Drowzee

Illus. Kouki Saitou

This Pokémon is both [Psychic] [Darkness] type.

Dark Link

Flip a coin. If heads, choose an attack on 1 of your Pokémon in play that has Dark in its name (excluding this one). Dark Link copies that attack except for its Energy cost. (You must still do anything else required for that attack.) (No matter what type that Pokémon is, Dark Hypno's type is still [Psychic] [Darkness].) Dark Hypno performs that attack.

Black Magic 20x

Does 20 damage times the number of your opponent's Benched Pokémon.

weakness [Psychic]

resistance

retreat cost [Colorless]

©2004 Pokémon/Nintendo

Dark Marowak

70 HP

STAGE 1

Evolves from Cubone

Illus. Mitsuhiro Arita

This Pokémon is both [Fighting] [Darkness] type.

Brick Smash 30

This attack's damage isn't affected by Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

Hard Bone 70

Discard a Basic Pokémon or Evolution card from your hand or this attack does nothing.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Dark Octillery

70 HP

STAGE 1

Evolves from Remoraid

Illus. Mitsuhiro Arita

This Pokémon is both [W] [D] type.

Black Suction Cups

Does 10 damage to each Defending Pokémon. Flip a coin. If heads, each Defending Pokémon is now Paralyzed.

Ink Blast 30+

Does 30 damage plus 10 more damage for each Energy attached to Dark Octillery but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way.

weakness | resistance | retreat cost

LUM-YPX-525 ©2004 Pokémon/Nintendo

8/109 ★ R

Dark Slowking

80 HP

STAGE 1

Evolves from Slowpoke

Illus. Kouki Saitou

This Pokémon is both [Psychic] [Darkness] type.

Poké-POWER Cunning

Once during your turn *(before your attack)*, you may look at the top card of your opponent's deck. Then, you may shuffle his or her deck. This power can't be used if Dark Slowking is affected by a Special Condition.

Litter 20+

You may discard a combination of up to 2 Pokémon Tool cards and Rocket's Secret Machine cards from your hand. If you do, this attack does 20 damage plus 30 more damage for each card you discarded.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Dark Steelix

110 HP

STAGE 1

Evolves from Onix

Illus. Kyoko Koizumi

This Pokémon is both [Darkness] [Metal] type.

Energy Link 20

Search your discard pile for an Energy card and attach it to Dark Steelix.

Heavy Impact 60

weakness

resistance -30

retreat cost

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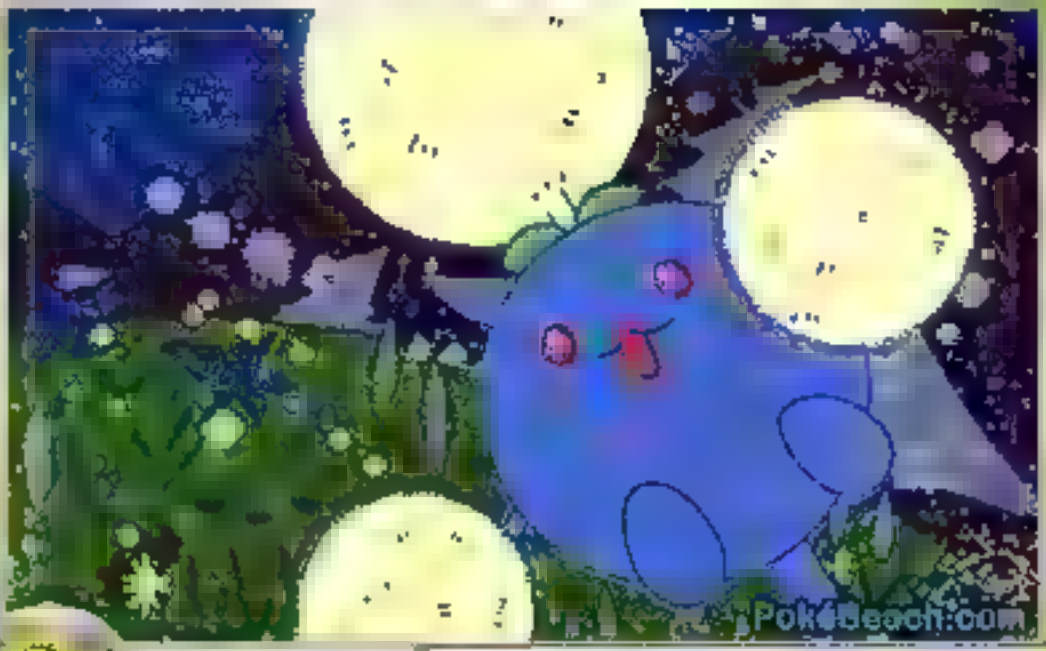
Jumpluff

90 HP



STAGE 2 Evolves from Skiploom

Illus. Keiko Jajimoto

Poké-BODY **Buffer**

If Jumpluff would be Knocked Out by an opponent's attack, flip a coin. If heads, Jumpluff is not Knocked Out and its remaining HP becomes 10 instead.

Energy Crush 10+

Does 10 damage plus 10 more damage for each Energy attached to all of your opponent's Pokémon.

weakness resistance -30 retreat cost

©2004 Pokemon/Nintendo

11/109

Kingdra

120 HP

STAGE 2 *Evolves from Seadra*

Illus. Kagemaru Himeno

Poké-BODY **Dragon Veil**

As long as Kingdra is in play, each of your Active Pokémon has no Weakness.

Hyper Whirlpool 20

Flip a coin until you get tails. For each heads, discard an Energy card attached to the Defending Pokémon

Aqua Sonic 50

This attack's damage is not affected by Resistance.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Piloswine

100 HP

STAGE 1

Evolves from Swinub

Illus. Shinkuro Kamiya

Sheer Cold 20

Flip a coin. If heads, each Defending Pokémon can't attack during your opponent's next turn.

Tonnage 60+

You may do 60 damage plus 40 more damage. If you do, Piloswine does 30 damage to itself.

weakness | resistance | retreat cost

©2004 Pokemon/Nintendo

Togetic

70 HP

Illus. Sanosuke Kazuki

STAGE 1 *Evolves from Togepi*

Poké-BODY **Holy Shield**

Prevent all effects of attacks, including damage, done to Togetic by your opponent's Pokémon that has Dark in its name.

Dive 30

Rainbow Moves

Choose 1 of your opponent's Benched Pokémon's attacks. Rainbow Moves copies that attack except for its Energy cost. (You must still do anything else required for that attack.) (No matter what type that Pokémon is, Togetic's type is still ★.) Togetic performs that attack.

weakness: ⚡ resistance: -30 retreat cost: ★

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Dark Dragonite

120 HP

Illus. Ryo Ueda

STAGE 2

Evolves from Dark Dragonair

Poké-POWER **Dark Trance**

As often as you like during your turn (before your attack), you may move a Energy card attached to 1 of your Pokémon to another of your Pokémon. This power can't be used if Dark Dragonite is affected by a Special Condition.

Double Wing Attack

Does 30 damage to each Defending Pokémon.

Claw Swipe 50

weakness

resistance -30

retreat cost

2AF-XZH-6WH

©2004 Pokémon/Nintendo

15/109

Dark Muk

70 HP

STAGE 1

Evolves from Grimer

Illus. Mitsuhiro Arita

This Pokémon is both [Grass] [Poison] type

Poké-BODY Sticky Goo

As long as Dark Muk is your Active Pokémon, your opponent pays [C][C] more to retreat his or her Active Pokémon.

[Poison] [C] **Slimy Water** 10×

Does 10 damage times the number of [C] Energy in the Defending Pokémon's Retreat Cost (after applying effects to the Retreat Cost).

[Grass] [C] **Acidic Poison** 10

The Defending Pokémon is now Burned and Poisoned.

resistance

retreat cost [C]

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Dark Raticate

70 HP

STAGE 1

Evolves from Rattata

Illus. Ken Sugimori

Dark Seed

The Defending Pokémon can't retreat during your opponent's next turn. Put 5 damage counters on the Defending Pokémon at the end of your opponent's next turn.

Spread Poison 10

The Defending Pokémon is now Poisoned. This attack does 20 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Dark Sandslash

70 HP

PokéBeach.com

STAGE 1

Illus. Atsushiro Fukuda

Evolves from Sandshrew

This Pokémon is both [Fighting] [Darkness] type

Poké BODY **Poison Payback**

If Dark Sandslash is your Active Pokémon and is damaged by an opponent's attack *(even if Dark Sandslash is Knocked Out)*, the Attacking Pokémon is now Poisoned.

[Colorless] [Colorless] **Swift** 50

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

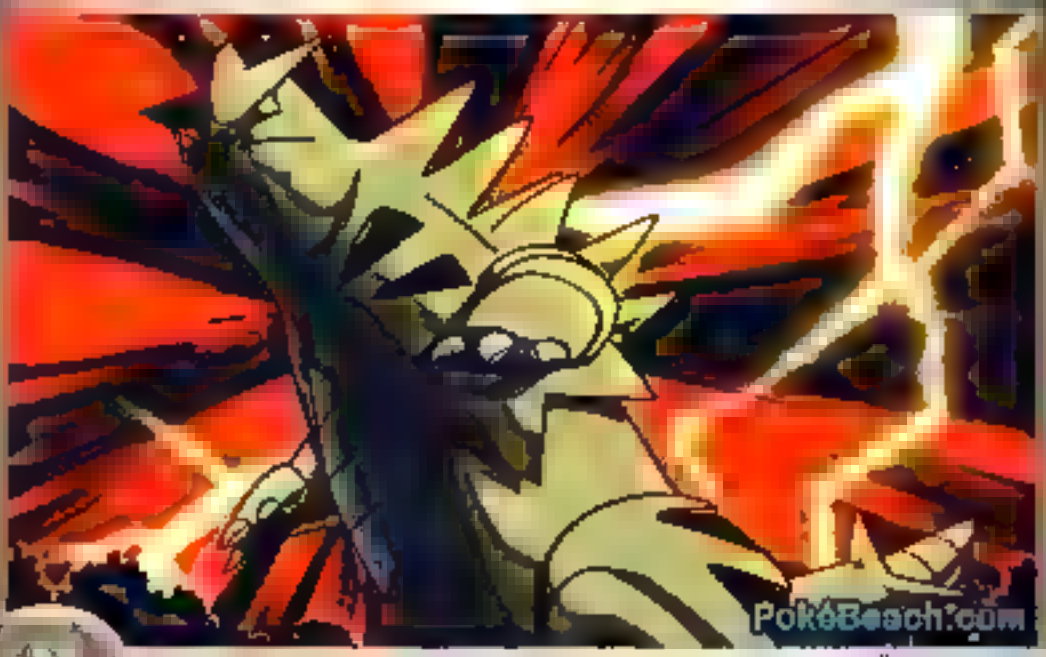
weakness resistance retreat cost

©2004 Pokémon/Nintendo

R

Dark Tyranitar

120 HP



STAGE 2

Evolves from Dark Pupitar

Grind — 10+

Does 10 damage plus 10 more damage for each Energy attached to Dark Tyranitar.

Spinning Tail

Does 20 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

Bite Off — 70+

If the Defending Pokémon is Pokémon-ex, this attack does 70 damage plus 50 more damage.

weakness: Psychic ×2

resistance: -30

retreat cost

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Dark Tyranitar

120 HP

STAGE 2

Evolves from Dark Pupitar

Illus. Kyoko Kosawa

This Pokémon is both [Fighting] [Darkness] type

Poké-BODY Sand Damage

As long as Dark Tyranitar is your Active Pokémon, put 1 damage counter on each of your opponent's Benched Basic Pokémon between turns. You can't use more than 1 Sand Damage Poké-Body between turns.

Second Strike 50

If the Defending Pokémon already has at least 2 damage counters on it, this attack does 50 damage plus 20 more damage.

Weakness

Resistance

Retreat Cost

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Delibird

70 HP

BASIC

Illus. Yuka Morii

Poké-POWER **Gift Exchange**

Once during your turn *(before your attack)*, if Delibird is your Active Pokémon, you may shuffle 1 card from your hand into your deck. Then, draw a card. This power can't be used if Delibird is affected by a Special Condition.

Souvenir

Flip 3 coins. If 1 of them is heads, put 4 damage counters on the Defending Pokémon. If 2 of them are heads, remove 1 damage counter from the Defending Pokémon. If all of them are heads, put 10 damage counters on the Defending Pokémon. If all of them are tails, remove all damage counters from the Defending Pokémon.

weakness | resistance | retreat cost

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Furret

80 HP

STAGE 1

Evolves from Sentret

Illus. Yuka Morii

Quick Change

Choose up to 3 cards in your hand and put them on top of your deck. Then, search your deck for that many cards and put them into your hand. Shuffle your deck afterward.

Quick Tail Smash 30

Before doing damage, you may flip a coin. If heads, this attack does 80 damage instead. If tails, this attack does nothing.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Ledian

70 HP

STAGE 1

Evolves from Ledyba

Illus. Kanzaimaru Hiroaki

Poké-BODY Powder Protection

Any damage done to Ledian by attacks from Pokémon that has an owner in its name is reduced by 40

Split Spiral Punch 20

Flip a coin. If heads, the Defending Pokémon is now Confused.

Tackle 50

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Magby

50 HP

BASIC

Illus. Yukino Baba

Poké-POWER **Baby Evolution**

Once during your turn *(before your attack)*, you may put Magmar from your hand onto Magby (this counts as evolving Magby), and remove all damage counters from Magby.

Detour

If you have a Supporter card in play, use the effect on that card as the effect of this attack.

weakness | resistance | retreat cost

N68-KZX-525 ©2004 Pokemon/Nintendo

24/109

Misdreavus

60 HP

BASIC

Illus. Ayo Kusube

Poké-POWER **Dark Spell**

Once during your turn *(before your attack)*, if Misdreavus is your Active Pokémon, you may flip a coin. If heads, put 1 damage counter on 1 of your opponent's Pokémon. This power can't be used if Misdreavus is affected by a Special Condition or if your other Active Pokémon is not Misdreavus.

Hide in Shadows 20

Switch Misdreavus with 1 of your Benched Pokémon

weakness resistance -30 retreat cost

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Quagsire

80 HP

Illus. Mike Tanaka

STAGE 1

Evolves from Wooper

Poké BODY **Saturation**

When you attach a Energy card from your hand to Quagsire, remove all Special Conditions and 2 damage counters from Quagsire.

Hyper Pump 20+

Does 20 damage plus 20 more damage for each basic Energy card attached to Quagsire but not used to pay for this attack's Energy cost. You can't add more than 60 damage in this way.

weakness resistance retreat cost

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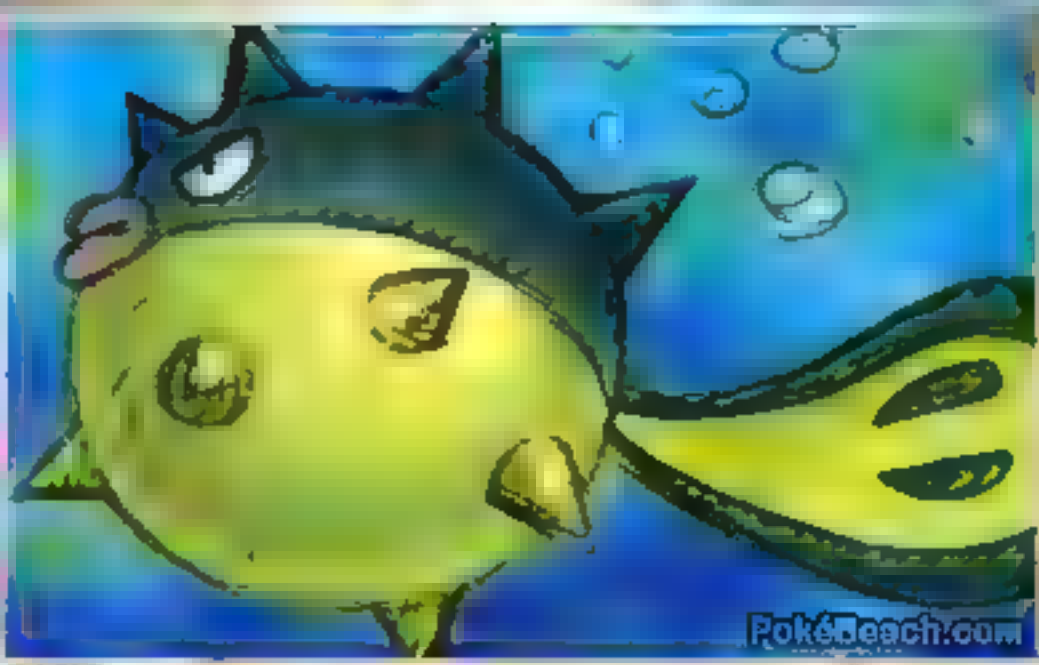
Qwilfish

60 HP



BASIC

Illus. Ayo Kusube

Poké-BODY Spiny

If Qwilfish is your Active Pokémon and is damaged by an opponent's attack *(even if Qwilfish is Knocked Out)*, flip a coin until you get tails. For each heads, put 1 damage counter on the Attacking Pokémon

Stun Poison 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed and Poisoned.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Yanma

70 HP

BASIC

Illus. Tomokazu Komiya

Quick Charge

Search your deck for up to 4 different types of basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

Swift 20

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon

weakness

resistance -30

retreat cost

©2004 Pokemon/Nintendo

Dark Arbok

90 HP

STAGE 1

Evolves from Ekans

This Pokémon is both [Grass] [Psychic] type

Swallow Up 10+

Before doing damage, count the remaining HP of the Defending Pokémon and Dark Arbok. If the Defending Pokémon has fewer remaining HP than Dark Arbok's, this attack does 10 damage plus 30 more damage.

Extra Poison 30

If the Defending Pokémon is Pokémon-ex, the Defending Pokémon is now Asleep and Poisoned.

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Dark Ariados

70 HP

STAGE 1

Evolves from Spinarak

Illus. Kyoko Koizumi

This Pokémon is both [Grass] [Poison] type

Super Poison Breath

Each Defending Pokémon is now Poisoned.

Breaking Impact

Choose 1 of your opponent's Pokémon. This attack does 20 damage for each [Colorless] Energy in that Pokémon's Retreat Cost (after applying effects to the Retreat Cost). *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

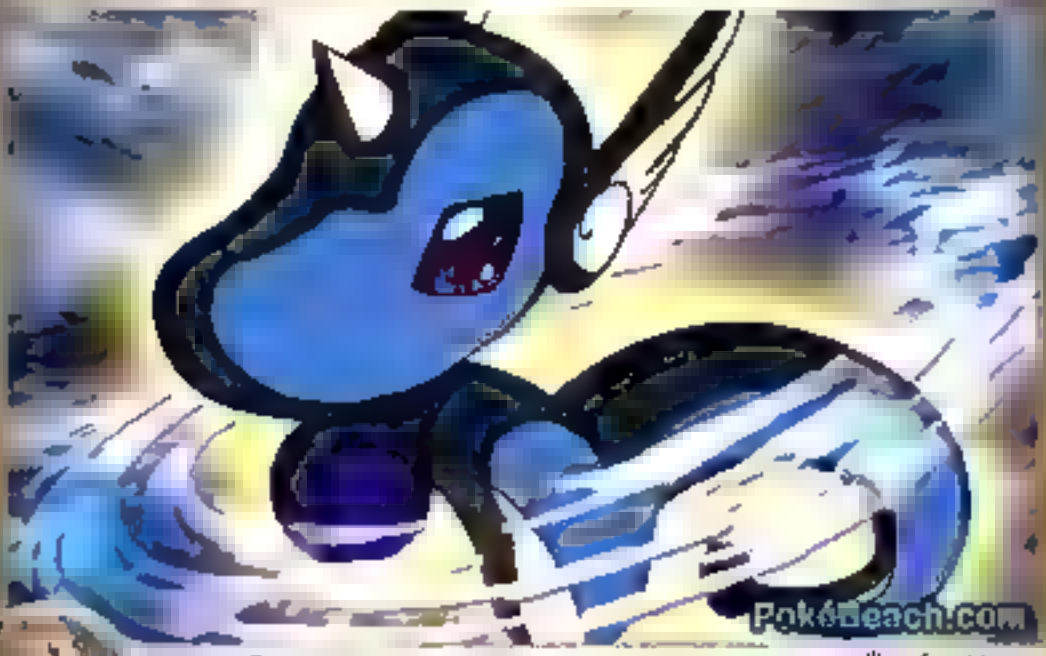
resistance

retreat cost

2K-KBA-7LM ©2004 Pokémon/Nintendo

Dark Dragonair

70 HP



Illus. Emi Miyo

STAGE 1

Evolves from Dratini

Poké-POWER **Evolutionary Light**

Once during your turn (before your attack), if Dark Dragonair is your Active Pokémon, you may search your deck for an Evolution card. Show it to your opponent and put it into your hand. Shuffle your deck afterward. This power can't be used if Dark Dragonair is affected by a Special Condition.

Dragon Rage 30

weakness

resistance -30

retreat cost

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Dark Dragonair

80 HP

STAGE 1

Evolves from Dratini

Double Tackle

Does 20 damage to each Defending Pokémon.

Crushing Blow 40

Flip a coin. If heads, discard an Energy attached to the Defending Pokémon.

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

Dark Flaaffy

80 HP

STAGE 1

Illus. Masakazu Fukuda

Evolves from Mareep

This Pokémon is both [Lightning] and [Darkness] type.

Thunder Slash 10

If the Defending Pokémon is a Basic Pokémon, the Defending Pokémon is now Paralyzed. Dark Flaaffy can't use Thunder Slash during your next turn.

Headbutt 20

resistance

retreat cost

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Dark Golbat

70 HP

STAGE 1

Zubat

Illus. Masakazu Fukuda

This Pokémon is both [Grass] [Dark] type

Night Ambush

Does 30 damage to 1 of your opponent's Pokémon. Dark Golbat can't attack during your next turn. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

resistance

retreat cost

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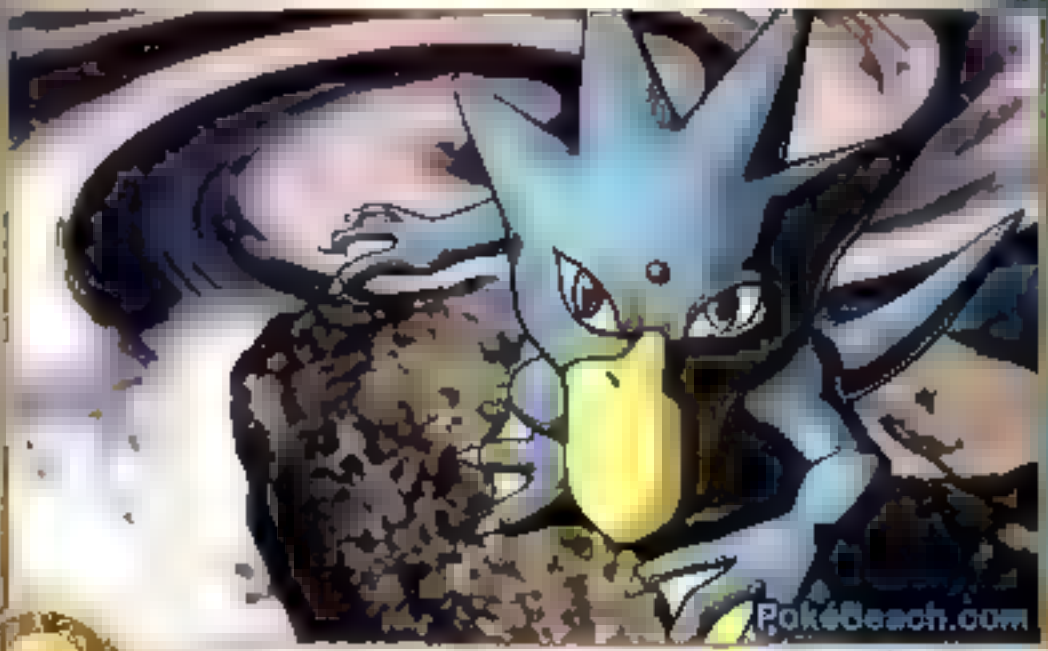
Dark Golduck

70 HP



STAGE 1

Evolves from Psyduck

Illus. Nakaoka

This Pokémon is both [Darkness] and [Psychic] type.

Darkness Shield 20

Flip a coin. If heads, prevent all effects of an attack, including damage, done to each of your Active Pokémon during your opponent's next turn.

Cold Crush 40

You may discard an Energy card attached to Dark Golduck. If you do, discard an Energy attached to the Defending Pokémon.

Weakness

Resistance

Retreat cost

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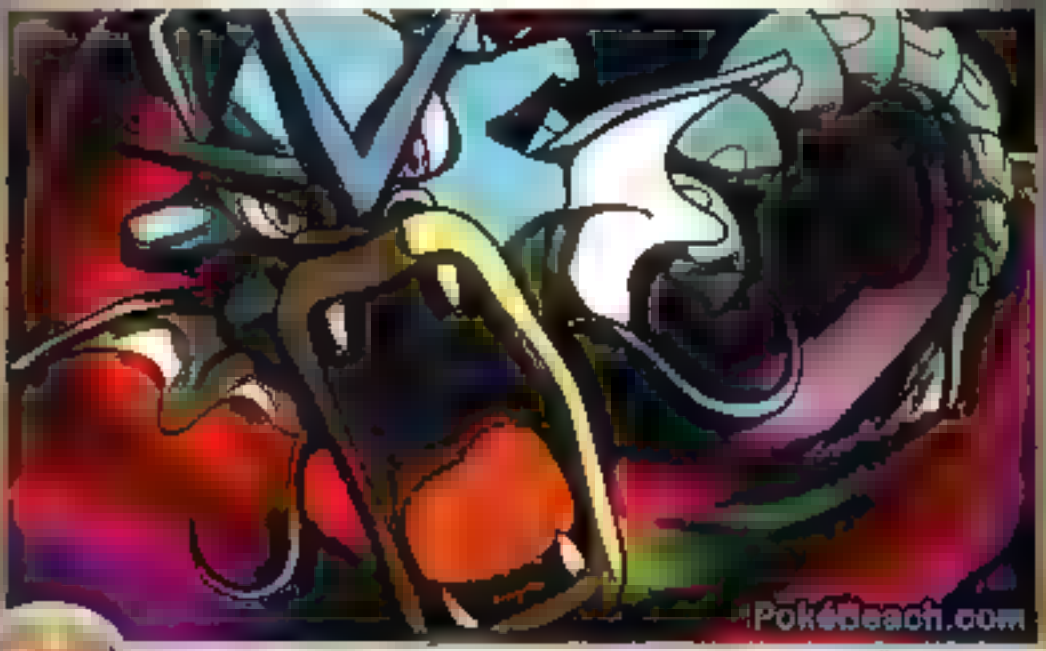
Dark Gyarados

80 HP



STAGE 1

Evolves from Magikarp

Illus. Nakaoka

This Pokémon is both [Water] [Dark] type

Poké-BODY Dark Scale

If Dark Gyarados is your Active Pokémon and is Knocked Out by an opponent's attack, put 3 damage counters on the Attacking Pokémon.

[Water] [Dark] **Sharp Fang** 30

[Water] [Dark] **Dark Streak** 40

Flip a coin. If heads, each Defending Pokémon is now Paralyzed.

Weakness: [Lightning]

Resistance -30

Retreat cost: [Colorless] [Colorless]

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Dark Houndoom

70 HP

STAGE 1

Evolves from Houndour

Illus. Nirakoku

This Pokémon is both [Fire] and [Dark] type.

Poké-POWER Fire Breath

Once during your turn (before your attack), if Dark Houndoom is your Active Pokémon, you may flip a coin. If heads, the Defending Pokémon (choose 1 if there are 2) is now Burned. This power can't be used if Dark Houndoom is affected by a Special Condition.

[Fire] [Colorless] **Fire Payback** 40+

If you have less Benched Pokémon than your opponent, this attack does 40 damage plus 20 more damage.

weakness [Water] ×2

resistance

retreat cost [Colorless]

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Dark Magcargo

80 HP

PokéBeach.com

STAGE 1

Illus. Naoyoko

Evolves from Slugma

This Pokémon is both [Fire] [Dark] type

Energy Press 10+

Does 10 damage plus 10 more damage for each basic Energy card attached to all of your Active Pokémon.

Linear Attack

Choose 1 of your opponent's Pokémon. This attack does 40 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness

resistance

retreat cost

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Dark Magneton

70 HP

STAGE 1

Evolves from Magnemite

Illus. Eri Mora

This Pokémon is both [L] [D] type

Magnetic Lines 20

If your opponent has at least 2 Pokémon in play, move a basic Energy card from the Defending Pokémon to another of your opponent's Pokémon.

Poison Pulse 40

The Defending Pokémon is now Poisoned.

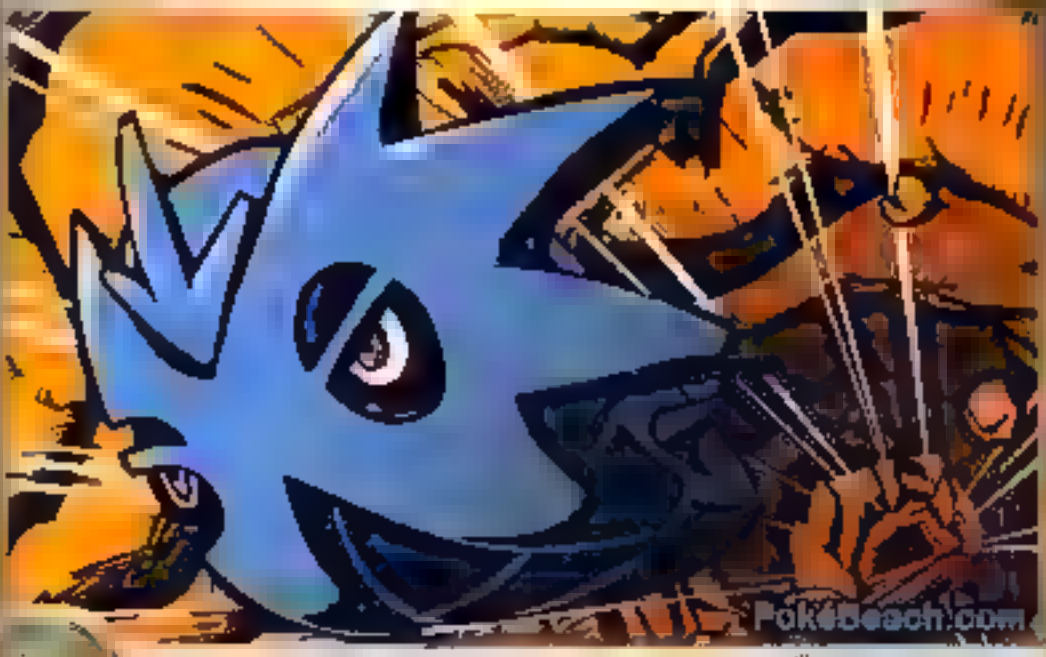
weakness

retreat cost

©2004 Pokémon/Nintendo

Dark Pupitar

70 HP



STAGE 1

Evolves from Larvitar

This Pokémon is both [Fighting] [Darkness] type.

Explosive Evolution

Flip a coin. If heads, this attack does 10 damage to each of your opponent's Pokémon. *(Don't apply Weakness and Resistance.)* Then, search your deck for a card that evolves from Dark Pupitar and put it on Dark Pupitar. (This counts as evolving Dark Pupitar.) Shuffle your deck afterward.

Double Tackle

Does 20 damage to each Defending Pokémon.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Dark Pupitar

80 HP

STAGE 1

Evolves from Larvitar

Illus. Emi Miwa

This Pokémon is both [Darkness] [Fighting] type.

Dark Streak 20

Flip a coin. If heads, each Defending Pokémon is now Paralyzed.

Rock Tumble 40

This attack's damage is not affected by Resistance.

Weakness

Resistance

Retreat Cost

©2004 Pokémon/Nintendo

Dark Weezing

80 HP

STAGE 1

Evolves from Koffing

Illus. Ninjatype Arita

This Pokémon is both [Grass] [Psychic] type

Poké-BODY **Methane Leak**

As long as Dark Weezing is your Active Pokémon, put [1] damage counter on each Pokémon that remains Poisoned between turns.

Smog

The Defending Pokémon is now Poisoned.

Darkness Charge 50

Put 2 damage counters on Dark Weezing.

weakness resistance retreat cost

[Colorless] [Colorless]

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R

Heracross

70 HP

BASIC

Illus. Tomokazu Komiya

Poké-BODY **Crust**

Any damage done to Heracross by attacks from your opponent's Basic Pokémon is reduced by 20 *(after applying Weakness and Resistance)*

Get Even 20+

If you have more Prize cards left than your opponent, this attack does 20 damage plus 10 more damage for each Prize card more than your opponent.

weakness | resistance | retreat cost

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43/109

Magmar

70 HP

BASIC

Illus. Yukiko Baba

Dump and Draw

Discard up to 2 Energy cards from your hand. Then, draw 2 cards for each Energy card you discarded.

Flame Tail 40

weakness | resistance | retreat cost

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Mantine

70 HP

BASIC

Illus. Miki Tanaka

Poké-POWER **Ripples**

Once during your turn *(before your attack)*, you may remove 1 damage counter from 1 of your Pokémon (excluding Mantine). This power can't be used if Mantine is affected by a Special Condition.

Aqua Slash 30

Mantine can't attack during your next turn.

weakness | resistance | retreat cost

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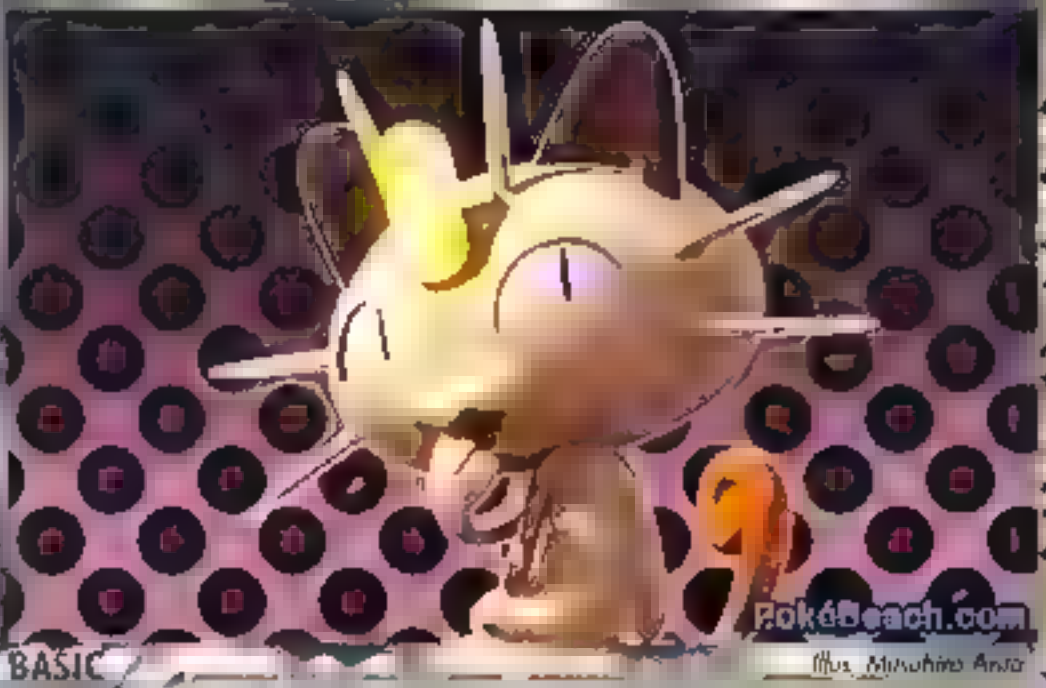
45/109

ROCKET'S **Meowth** 60 HP



BASIC

Illus. Mitsuhiro Arita

Snatch and Run

Search your deck for a Pokémon Tool card or Rocket's Secret Machine card, show it to your opponent, and put it into your hand. If you do, you may switch Rocket's Meowth with 1 of your Benched Pokémon. Shuffle your deck afterward.

Miraculous Comeback 10×

Flip a coin for each Pokémon in play *(both yours and your opponent's)*. This attack does 10 damage times the number of heads. Rocket's Meowth does 10 damage times the number of tails to itself.

R

weakness resistance retreat cost

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ROCKET'S **Wobbuffet** 70 HP

BASIC

Illus. Mitsuhiro Arita

Dark Aid

Search your discard pile for Pokémon Tool cards and Rocket's Secret Machine cards. You may either show 1 Pokémon Tool card or Rocket's Secret Machine card to your opponent and put it into your hand, or show a combination of 3 Pokémon Tool cards or Rocket's Secret Machine cards to your opponent and shuffle them into your deck.

Amnesia 10

Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn

R

weakness resistance retreat cost

©2004 Pokémon/Nintendo

Seadra

70 HP

STAGE 1

Evolves from Horsea

Illus. Kanemaru Hiroshi

Confuse Ray 10

The Defending Pokémon is now Confused.

Aqua Trick 30

Move 1 Energy card attached to the Defending Pokémon to 1 of your opponent's Benched Pokémon. If your opponent has no Benched Pokémon, this effect does nothing.

weakness | resistance | retreat cost

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Skiploom

60 HP

STAGE 1

Evolves from Hoppip

Poké-BODY **Buffer**

If Skiploom would be Knocked Out by an opponent's attack, flip a coin. If heads, Skiploom is not Knocked Out and its remaining HP becomes 10 instead.

Miracle Powder 10

Flip a coin. If heads, choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

weakness

resistance -30

retreat cost

©2004 Pokémon/Nintendo

49/109

Togepi

40 HP

BASIC

Illus. Sumiyoshi Kizuki

Yawn

The Defending Pokémon is now Asleep.

Mini-Metronome

Flip a coin. If heads, choose 1 of the Defending Pokémon's attacks. Mini-Metronome copies that attack except for its Energy cost. (You must still do anything else required for that attack.) (No matter what type that Pokémon is, Togepi's type is still ✱.) Togepi performs that attack.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Cubone

50 HP

BASIC

Illus. Kouki Saitou

Look for Friends

Reveal cards from your deck until you reveal a Basic Pokémon. Show that card to your opponent and put it into your hand. Shuffle the other revealed cards into your deck. (If you don't reveal a Basic Pokémon, shuffle all the revealed cards back into your deck.)

Bonemerang 10×

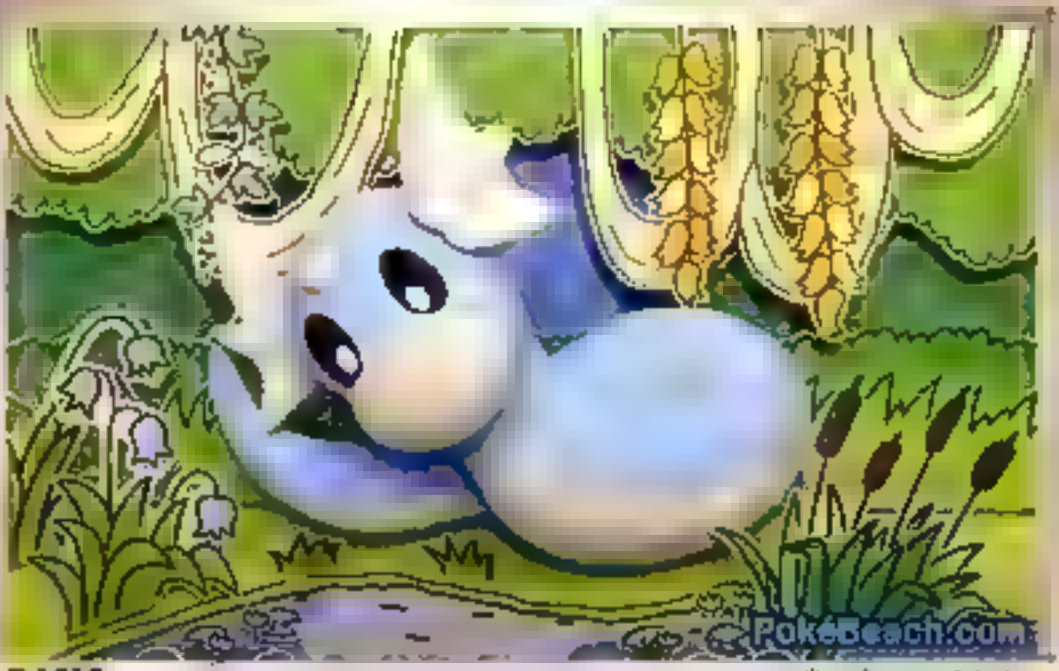
Flip 2 coins. This attack does 10 damage times the number of heads.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Dratini

40 HP



BASIC

Illus. Sacrino Adonis

Pound 10

weakness resistance retreat cost

©2004 Pokémon/Nintendo

R

Dratini

50 HP

BASIC

Illus. Atsuko Nishida

Dragon Song

Each Defending Pokémon is now Asleep.

Tail Strike 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

weakness | resistance -30 | retreat cost

©2004 Pokemon/Nintendo

Drowzee

50 HP

BASIC

Illus. Midori Harada

Poké-BODY **Insomnia**

Drowzee can't be Asleep.

Soothing Wave 10

Flip a coin. If heads, each Defending Pokémon is now Asleep.

weakness

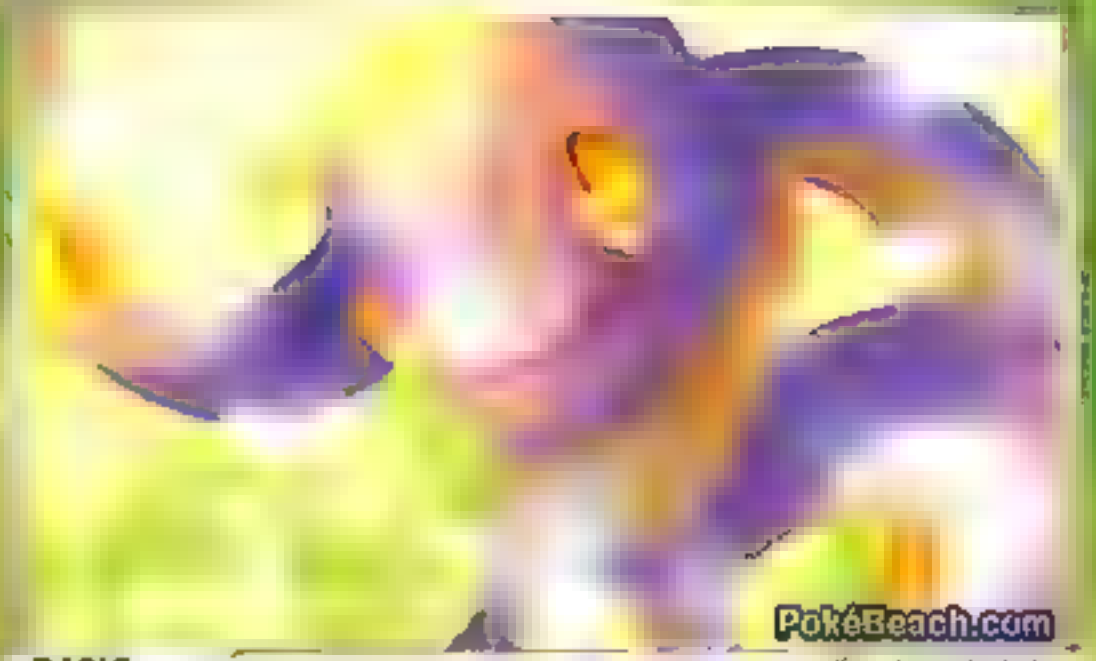
resistance

retreat cost

©2004 Pokémon/Nintendo

Ekans

60 HP



PokéBeach.com

BASIC

Illus. Atsuko Nishida

Tail Wrap

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

55/109

Grimer

50 HP

BASIC

Illus. Ayu Kusuba

Taunt

Choose 1 of your opponent's Benched Pokémon and switch it with 1 of the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Spit Poison 10

The Defending Pokémon is now Poisoned.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Hoppip

30 HP

BASIC

Illus. Kyoko Umemoto

Poké-BODY **Buffer**

If Hoppip would be Knocked Out by an opponent's attack, flip a coin. If heads, Hoppip is not Knocked Out and its remaining HP becomes 10 instead.

Miracle Powder

Flip a coin. If heads, choose 1 Special Condition. The Defending Pokémon is now affected by that Special Condition.

weakness | resistance -30 | retreat cost

2NW-GFZ-KJX ©2004 Pokemon/Nintendo

57/109

Horsea

50 HP

BASIC

Illus. Kouyama Hiroto

Water Plant

Search your discard pile for up to 2 Energy cards, show them to your opponent, and put them into your hand.

Swift 30

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

weakness | resistance | retreat cost

ZOG-GSB-MW1 ©2004 Pokémon/Nintendo

58/109 R

Houndour

50 HP

BASIC

Illus. Naoyo Kimura

Rear Kick 10

Smokescreen 20

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

weakness | resistance | retreat cost

©2004 Pokemon/Nintendo

Houndour

50 HP

BASIC

Illus. Atsuhiko Kojima

Poké BODY Dark Lift

If Houndour has any Energy attached to it, the Retreat Cost for Houndour is 0

Firebreathing 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness | resistance | retreat cost

EX WD5 9G1 ©2004 Pokémon/Nintendo

Koffing

50 HP

BASIC

Illus. Midori Harada

Poké-BODY Knockout Gas

If Koffing is your Active Pokémon and is Knocked Out by an opponent's attack, the Attacking Pokémon is now Confused and Poisoned.

Gnaw 10

Weakness	Resistance	Retreat Cost
		★

©2004 Pokemon/Nintendo

Larvitar

50 HP

BASIC

Illus. Atsuko Nishida

Fury Attack 10x

Flip 3 coins. This attack does 10 damage times the number of heads.

weakness | resistance | retreat cost

©2004 Pokemon/Nintendo

Larvitar

50 HP

BASIC

Illus. Mitsuru Horada

Light Punch 10

Dig Drain 20

Remove 1 damage counter from Larvitar.

weakness | resistance | retreat cost

54A-BC-5-STP ©2004 Pokemon/Nintendo 63/109

Ledyba

50 HP

BASIC

Illus. Kagemaru Himeno

Call for Family

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

Beat 20

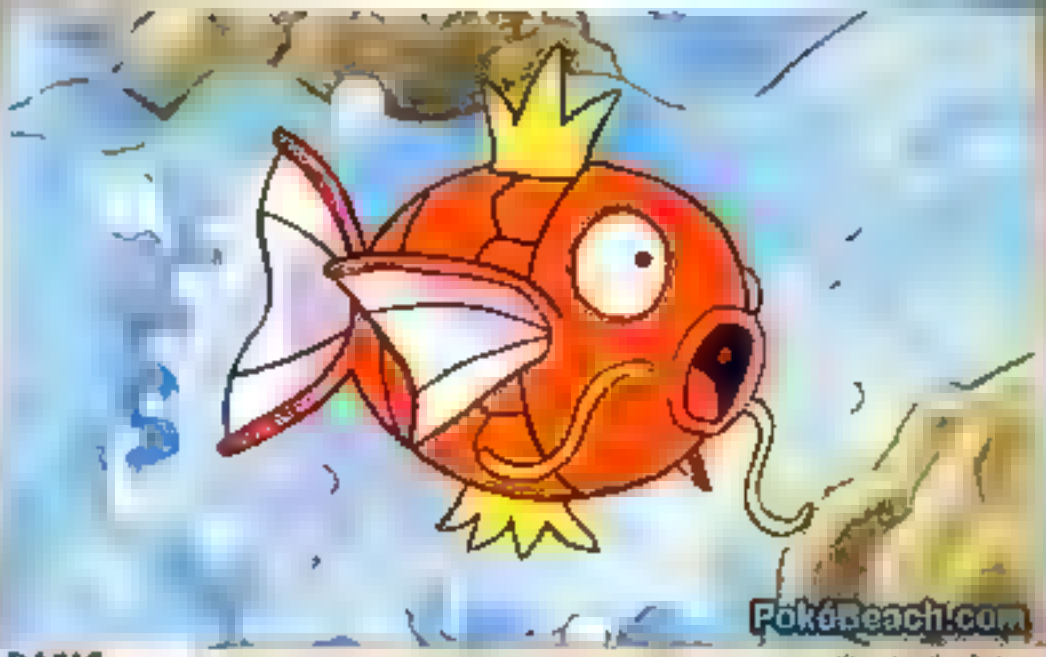
weakness | resistance | retreat cost

DZE-6DY 5JX ©2004 Pokemon/Nintendo

64/109 ● R

Magikarp

30 HP



BASIC

Illus. Yukiko Baba

Call for Friends

Search your deck for up to 2 Basic Pokémon and put them onto your Bench. Shuffle your deck afterward.

weakness | resistance | retreat cost

256-E61-GF6 ©2004 Pokémon/Nintendo

65/109 R

Magnemite

50 HP

BASIC

Illus. Sachiko Adachi

Sonicboom 10

This attack's damage isn't affected by Weakness or Resistance.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Mareep

50 HP

BASIC

Illus. Mitsuhiro Kimura

Minor Errand-Running

Search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

Quick Attack 10+

Flip a coin. If heads, this attack does 10 damage plus 10 more damage.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Marill

50 HP

BASIC

Illus. Sumiyoshi Kizuki

Minor Errand-Running

Search your deck for up to 2 basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.

weakness	resistance	retreat cost

©2004 Pokemon/Nintendo

Onix

80 HP

BASIC

Illus. Atsuko Nishida

Horn Rush 10

Flip a coin. If tails, this attack does nothing.

Granite Head 20

During your opponent's next turn, any damage done to Onix by attacks is reduced by 10 *(after applying Weakness and Resistance)*.

weakness | resistance | retreat cost

©2004 Pokemon/Nintendo

Psyduck

50 HP

BASIC

Illus. Mitsuhiro Arita

Gentle Slap 10

Headache

Flip a coin. If heads, your opponent can't play a Trainer card from his or her hand until the end of your opponent's next turn.

weakness | resistance | retreat cost

©2004 Pokemon/Nintendo

Rattata

40 HP

BASIC

Illus. Ayu Kusube

Poké BODY **Scramble**

As long as your opponent has any Pokémon-ex as his or her Active Pokémon, the Retreat Cost for Rattata is 0.

Fury Swipes 10×

Flip 3 coins. This attack does 10 damage times the number of heads.

weakness	resistance	retreat cost

©2004 Pokémon/Nintendo

Rattata

40 HP

BASIC

Illus. Nagayo Arimura

Call for Family

Search your deck for a Basic Pokémon and put it onto your Bench. Shuffle your deck afterward.

Snarl

Flip a coin. If heads, this attack does 10 damage to the Defending Pokémon. If tails, the Defending Pokémon is now Paralyzed.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Remoraid

50 HP

BASIC

Illus. Midori Harada

Energy Draw

Flip a coin. If heads, search your deck for a basic Energy card and attach it to Remoraid. Shuffle your deck afterward.

Razor Fin 10

weakness | resistance | retreat cost

©2004 Pokemon/Nintendo

Sandshrew

50 HP

BASIC

Illus. Atsuko Nishida

Rear Kick 10

Swift 20

This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on the Defending Pokémon.

weakness | resistance | retreat cost

ECA AVP-HGC ©2004 Pokemon/Nintendo

74/109

Sentret

50 HP

BASIC

Illus. Yuko Mori

Friend Search

Look at the top 5 cards of your deck. Choose a Basic Pokémon or Evolution card you find there, show it to your opponent, and put it into your hand. Put the 4 other cards back on top of your deck. Shuffle your deck afterward.

Surprise Attack 20

Flip a coin. If tails, this attack does nothing.

Weakness	Resistance	Retreat Cost
Fighting		Colorless

©2004 Pokémon/Nintendo

Slowpoke

50 HP

BASIC

Illus. Atsuko Nishida

Poké-BODY **Dense**

Any damage done to Slowpoke by attacks from your opponent's Evolved Pokémon is reduced by 10 *(after applying Weakness and Resistance)*

Bite 10

weakness resistance retreat cost

COR-WOY_ITR ©2004 Pokémon/Nintendo

76/109

Slugma

50 HP

BASIC

Illus. Kouki Saitou

Singe

Flip a coin. If heads, the Defending Pokémon is now Burned.

Heat Tackle 30

Slugma does 10 damage to itself.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Spinarak

50 HP

BASIC

Illus. Yuka Morii

Collect

Draw a card.

Rising Lunge 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

78/109

Swinub

50 HP

BASIC

Illus. Tomokazu Komiya

Tackle 10

Rest

Remove all Special Conditions and all damage counters from Swinub. Swinub is now Asleep.

Weakness	Resistance	Retreat Cost

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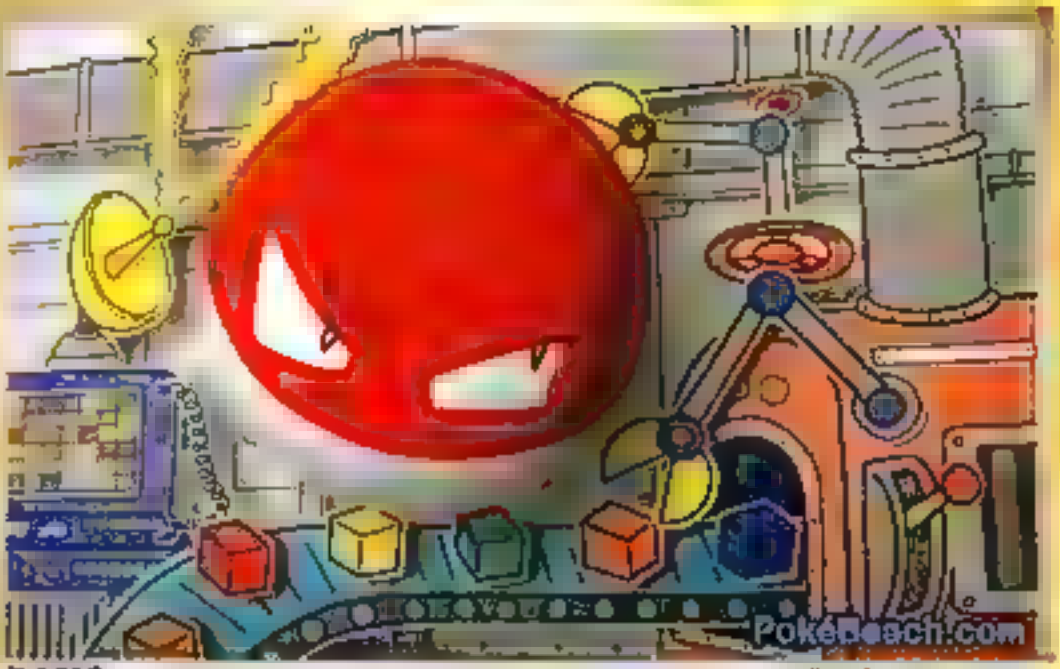
Voltorb

40 HP



BASIC

Illus. Sachiko Adachi

Psycho Waves

Discard an Energy card attached to Voltorb. The Defending Pokémon is now Confused.

Thunder Wave 10

Flip a coin. If heads, the Defending Pokémon is now Paralyzed.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

80/109

Wooper

50 HP

BASIC

Illus. Kouki Saitou

Poké-BODY Saturation

When you attach a Energy card from your hand to Wooper, remove all Special Conditions and 1 damage counter from Wooper.

Wave Splash 10

weakness	resistance	retreat cost

PWC_2EF_ENP

©2004 Pokémon/Nintendo

81/109

Zubat

50 HP

BASIC

Illus. Ayuki Tanaka

Dark Streak

Flip a coin. If heads, each Defending Pokémon is now Paralyzed.

Ambush 20+

Flip a coin. If heads, this attack does 20 damage plus 10 more damage.

weakness | resistance | retreat cost

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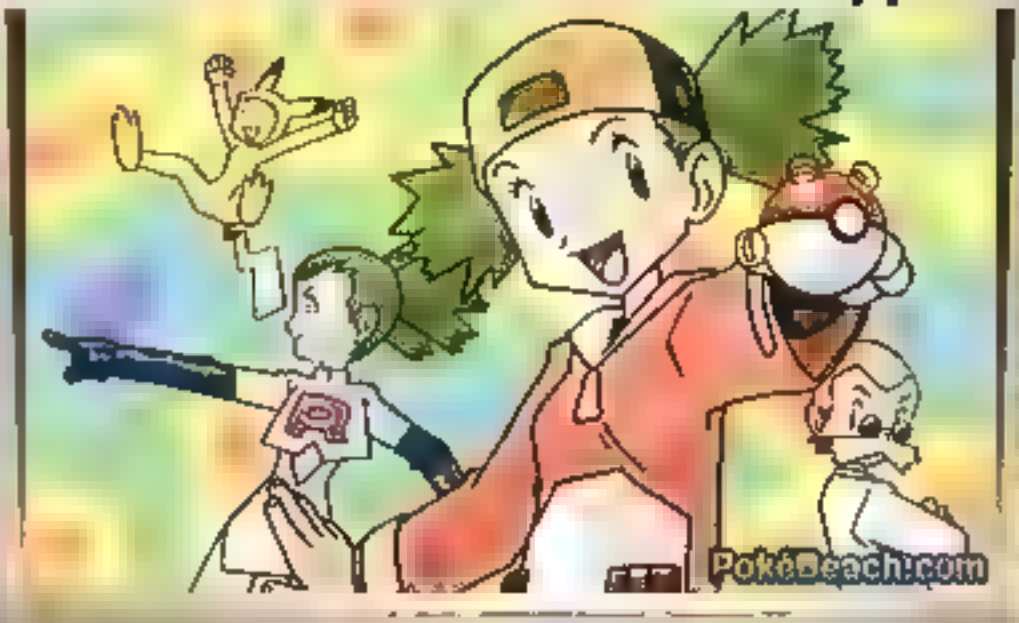
TRAINER

Supporter

Copycat



Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Shuffle your hand into your deck. Then, count the number of cards in your opponent's hand and draw that many cards.

R

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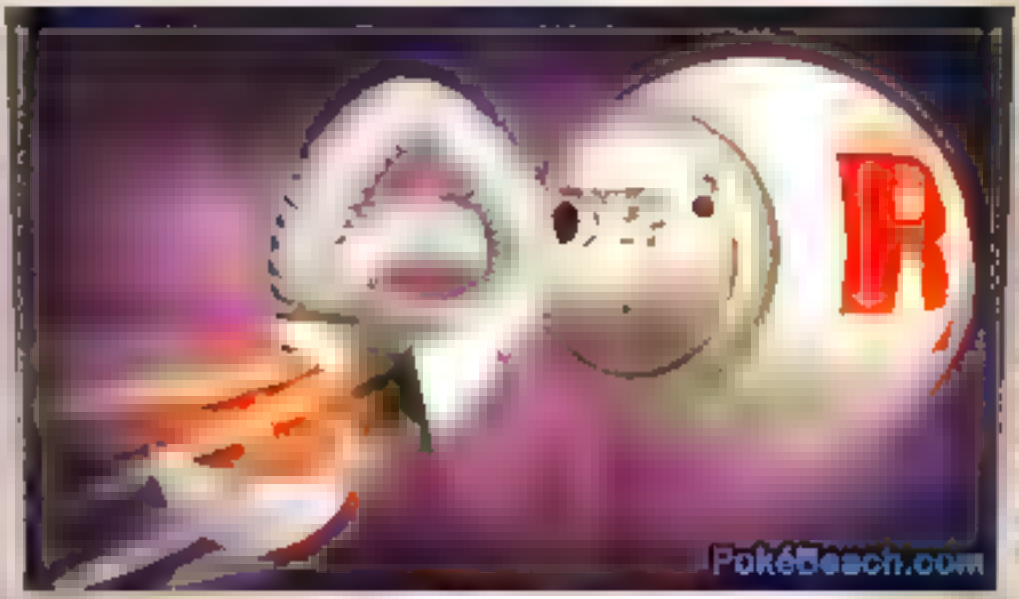
TRAINER

Rocket's Secret Machine

Pokémon Retriever



Illus. Katsura Yokota

Search your discard pile for Basic Pokémon and Evolution cards. You may either show 1 Basic Pokémon or Evolution card to your opponent and put it into your hand, or show a combination of 3 Basic Pokémon or Evolution cards to your opponent and shuffle them into your deck.

R

©2004 Pokémon/Nintendo

Pow' Hand Ext...

You may use this card only if you have more Prize cards left than your opponent.

Move 1 Energy card attached to the Defending Pokémon to another of your opponent's Pokémon. Or switch 1 of your opponent's Benched Pokémon with the Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

TRAINER

Supporter

Rocket's Admin.

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Each player shuffles his or her hand into his or her deck. Then, each player counts his or her Prize cards left and draws up to that many cards. (You draw your cards first.)

R

©2004 Pokémon/Nintendo

TRAINER

Stadium

Rocket's Hideout

Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each Pokémon with Dark or Rocket's in its name *(both yours and your opponent's)* gets +20 HP.

R

©2004 Pokémon/Nintendo

TRAINER

Supporter

Rocket's Mission

Illus. Ken Sugimori

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Discard a card from your hand. Then, draw 3 cards. If you discarded a Pokémon that has Dark or Rocket's in its name, draw 4 cards instead.

R

©2004 Pokémon/Nintendo

TRAINER

Rocket's Poké Ball

Illus. Ryo Ueda

Search your deck for a Pokémon with Dark in its name, show it to your opponent, and put it into your hand. Shuffle your deck afterward.

R

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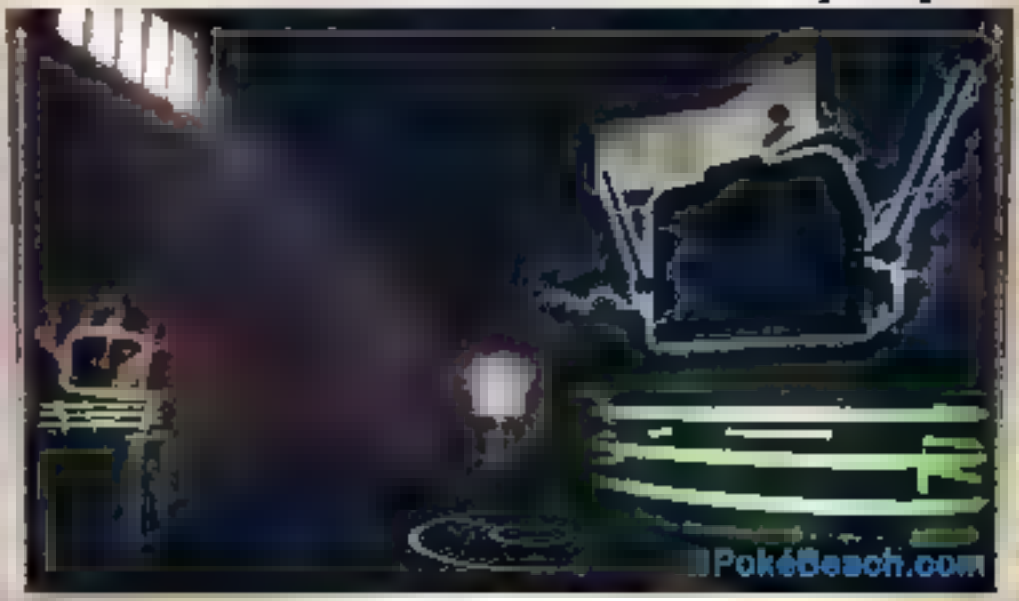
TRAINER

Stadium

Rocket's Tricky Gym



Illus. Ryo Ueda

This card stays in play when you play it. Discard this card if another Stadium card comes into play.

Each Pokémon with Dark or Rocket's in its name *(both yours and your opponent's)* can use attacks on this card instead of its own.

Feint Attack

Does 20 damage to 1 of your opponent's Pokémon. This attack's damage isn't affected by Weakness, Resistance, Poké-Powers, Poké-Bodies, or any other effects on that Pokémon.

R

©2004 Pokémon/Nintendo

Trainer

Rocket's Secret Machine

Surprise! Time Machine

Choose of your Evolved Pokémon, remove the highest Stage Evolution card from it and shuffle it into your deck (this counts as devolving that Pokémon). If that Pokémon remains in play, search your deck for an Evolution card that evolves from that Pokémon and put it onto that Pokémon (this counts as evolving that Pokémon). Shuffle your deck afterward.

R

TRAINER

Rocket's Secret Machinery

Swoop' Teleporter

Search your deck for a Basic Pokémon (excluding Pokémon-ex) and switch it with 1 of your Basic Pokémon (excluding Pokémon-ex) in play. (Any cards attached to that Pokémon, damage counters, Special Conditions and effects on it are now on the new Pokémon. Place the first Basic Pokémon in the discard pile. Shuffle your deck afterward.)

R

TRAINER

Rocket's Secret Machine

Venture Bomb

Illus. Kotsuru Tabata

Flip a coin. If heads, put 1 damage counter on 1 of your opponent's Pokémon. If tails, put 1 damage counter on 1 of your Pokémon.

R

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ENERGY

Dark Metal Energy — Special Energy Card

Attach Dark Metal Energy to 1 of your Pokémon. While in play, Dark Metal Energy provides [P] Energy and [M] Energy, but provides only 1 Energy at a time. *(Doesn't count as a basic Energy card when not in play and has no effect other than providing Energy.)*

Illus. Tohumi Akaboshi

ENERGY

PokeBeach.com

R Energy

Special Energy Card

R Energy can be attached only to a Pokémon that has Dark or Rocket's in its name. While in play, R Energy provides 2 [C] Energy. *(Doesn't count as a basic Energy card.)* If the Pokémon R Energy is attached to attacks, the attack does 10 more damage to the Active Pokémon *(before applying Weakness and Resistance)*. When your turn ends, discard R Energy.

Illus. Tokuma Akabane

R

ROCKET'S **Articuno ex** 100 HP

BASIC

When Pokémon ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poké-BODY **Darkness Veil**

As long as Rocket's Articuno ex has any Energy attached to it, prevent all effects, except damage, by an opponent's attack done to Rocket's Articuno ex.

Freeze Solid 10

Search your discard pile for a Energy card and attach it to Rocket's Articuno ex.

Ice Wing 50

weakness resistance retreat cost

7BS-JQS-TRG ©2004 Pokémon/Nintendo 98/109

ROCKET'S **Entei ex** 100 HP

BASIC

Illus. Ryo Ueda

When Pokémon-ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poké-BODY **Dark Condition**

As long as Rocket's Entei ex has any Energy attached to it, Rocket's Entei ex has no Weakness.

Energy Link 10

Search your discard pile for an Energy card and attach it to Rocket's Entei ex.

Volcanic Ash

Discard 2 Energy attached to Rocket's Entei ex and then choose 1 of your opponent's Pokémon. This attack does 60 damage to that Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

R

Weakness | Resistance | Retreat cost

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ROCKET'S **Hitmonchan ex** 100 HP

BASIC

When Pokémon ex has been Knocked [illegible], your opponent takes 2 Prize cards.

Poké-BODY **Strikes Back**

If Rocket's Hitmonchan ex is your Active Pokemon and is damaged by an opponent's attack (even if Rocket's Hitmonchan ex is Knocked Out), put 2 damage counters on the Attacking Pokémon.

Mach Punch 10

Does 10 damage to 1 of your opponent's Benched Pokemon. (Don't apply Weakness and Resistance for Benched Pokémon.)

Magnum Punch 60

R

weakness resistance retreat cost

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ROCKET'S **Mewtwo ex** 100 HP

BASIC

Illus. Mitsuhiro Arita

When Pokémon-ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Darkness Switch

Discard an Energy card attached to Rocket's Mewtwo ex, and then switch all damage counters on Rocket's Mewtwo ex with those on the Defending Pokémon. (If an effect of this attack is prevented, this attack does nothing.)

Hypnoblast 40

Flip a coin. If heads, the Defending Pokémon is now Asleep.

Psyburn 70

R

weakness resistance retreat cost

22X-DNN-53F ©2004 Pokémon/Nintendo 99/109

ROCKET'S **Moltres ex** 100 HP

BASIC

Illus. Ryo Ueda

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards

Poké-BODY **Dark Lift**

If Rocket's Moltres ex has any Energy attached to it, the Retreat Cost for Rocket's Moltres ex is 0.

Fire Dance 30

Search your discard pile for a Energy card and attach it to 1 of your Pokémon.

Combustion 50

R

weakness resistance retreat cost

SUN-SK5-44X ©2004 Pokémon/Nintendo 100/109 R

ROCKET'S **Scizor ex** 120 HP

Illus. Hikaru Koide

STAGE 1 Evolves from Rocket's Scyther ex

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards

Poké-BODY **Dual Armor**

As long as Rocket's Scizor ex has any Energy attached to it, Rocket's Scizor ex is both and type.

Rotating Claws 50

You may discard an Energy card attached to Rocket's Scizor ex. If you do, search your discard pile for an Energy card (excluding the one you discarded) and attach it to Rocket's Scizor ex.

weakness resistance -30 retreat cost

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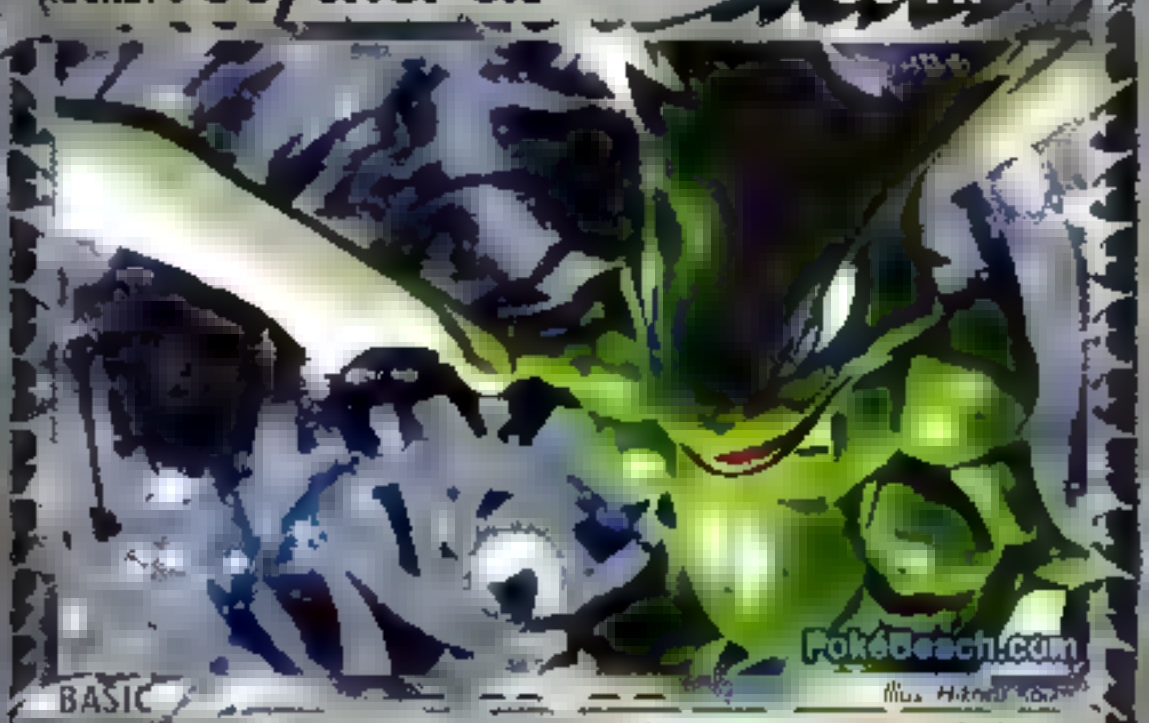
ROCKET'S **Scyther ex** 80 HP



PokeBeach.com

BASIC

When Pokémon-ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY **Dual Armor**

As long as Rocket's Scyther ex has any Energy attached to it, Rocket's Scyther ex is both and type.

Bounce 10

After your attack, you may switch Rocket's Scyther ex with 1 of your Benched Pokémon.

Slashing Strike 40

Rocket's Scyther ex can't use Slashing Strike during your next turn.

R

Weakness

Resistance -30

Retreat cost

©2004 Pokémon/Nintendo

ROCKET'S **Sneasel ex** 90 HP

BASIC

Illus. Ryo Ueda

When Pokémon-ex has been **Knocked Out** your opponent takes **2 Prize cards**

Drag Off 10

Before doing damage, you may switch 1 of your opponent's Benched Pokémon with the Defending Pokémon. If you do, this attack does 10 damage to the new Defending Pokémon. Your opponent chooses the Defending Pokémon to switch.

Dark Ring 30+

Does 30 damage plus 10 more damage for each of your Pokémon in play.

Weakness Resistance -30 Retreat cost

©2004 Pokémon/Nintendo

ROCKET'S **Snorlax ex** 100 HP

BASIC

Illus. Mitsuhiro Arita

When Pokémon-ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poké BODY **Dark Healer**

As long as Rocket's Snorlax ex has any Energy attached to it, remove 1 damage counter from Rocket's Snorlax ex between turns.

Poison Claws 20

Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Collapse 60

Rocket's Snorlax ex is now Asleep.

R

weakness resistance retreat cost

XAO-HST-DSR ©2004 Pokémon/Nintendo 104/109 ★

ROCKET'S **Suicune ex** 100 HP

BASIC

When Pokémon ex has been **Knocked Out**, your opponent takes **2 Prize cards**.

Poké-BODY **Dark and Clear**

As long as Rocket's Suicune ex has any Energy attached to it, Rocket's Suicune ex can't be affected by any Special Conditions.

Icy Wind 10

The Defending Pokémon is now Asleep.

Hyper Splash 50+

If the Defending Pokémon is a Stage 2 Evolved Pokémon, this attack does 50 damage plus 40 more damage.

R

Weakness | Resistance | Retreat Cost

PokéBeach.com

©2004 Pokémon/Nintendo

ROCKET'S **Zapdos ex** 100 HP

BASIC

When Pokémon ex has been Knocked Out, your opponent takes 2 Prize cards.

Poké-BODY **Darkness Guard**

As long as Rocket's Zapdos ex has any Energy attached to it, damage done to Rocket's Zapdos ex by an opponent's attack is reduced by 10 *(after applying Weakness and Resistance)*.

Plasma 10

Search your discard pile for a Energy card and attach it to Rocket's Zapdos ex.

Raging Thunder 60

This attack does 30 damage to 1 of your Pokémon.

R

Weakness | Resistance | Retreat cost

©2004 Pokémon/Nintendo

Mudkip ☆

70 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon ☆ in your deck

Whirlpool

Flip a coin. If heads, discard an Energy card attached to the Defending Pokémon

Spring Back 20+

If your opponent has only 1 Prize card left, this attack does 20 damage plus 50 more damage and the Defending Pokémon is now Asleep.

weakness | resistance | retreat cost

©2004 Pokémon/Nintendo

Torchic ☆

70 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon☆ in your deck.

Fireworks 20

Flip a coin. If tails, discard a Energy card attached to Torchic ☆.

Spring Back 20+

If your opponent has only 1 Prize card left, this attack does 20 damage plus 50 more damage and the Defending Pokémon is now Confused.

weakness | resistance | retreat cost

PBA-7CB-71A ©2004 Pokémon/Nintendo

Treecko ☆

70 HP

BASIC

Illus. Masakazu Fukuda

You can't have more than 1 Pokémon☆ in your deck.

Tackle 10

Spring Back 20+

If your opponent has only 1 Prize card left, this attack does 20 damage plus 50 more damage and the Defending Pokémon is now Poisoned.

weakness | resistance -30 | retreat cost

©2004 Pokémon/Nintendo

Charmeleon

70 HP

STAGE 1

Evolves from Charmander

Illus. Ken Sugimori

Smokescreen 10

If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing.

Fireworks 40

Flip a coin. If tails, discard a Energy card attached to Charmeleon.

weakness | resistance | retreat cost

AFY-EYD-W7B ©2004 Pokémon/Nintendo

TRAINER

Supporter

Here Comes Team Rocket!

You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.

Each player plays with his or her Prize cards face up for the rest of the game.

R